

IN THE CLAIMS:

Kindly cancel claims 23-28 and 39-44 and add new claims 47-52 as follows:

23. (Cancelled)

24. (Cancelled)

25. (Cancelled)

26. (Cancelled)

27. (Cancelled)

28. (Cancelled)

Claims 29-38 (Previously Cancelled)

39. (Cancelled)

40. (Cancelled)

41. (Cancelled)

42. (Cancelled)

43. (Cancelled)

44. (Cancelled)

45. (Previously presented) A sound generation device for a game machine,

comprising:

a storage unit for storing a plurality of phrase groups composed of a plurality of phrases respectively prepared for corresponding conditions;

a phrase selection processing unit for monitoring the progress of a game and selecting a phrase from the phrase groups corresponding to a predetermined condition when the predetermined condition is satisfied;

a sound output unit for converting data of the phrase selected by the phrase selection processing unit to a sound signal and outputting sound according to the sound signal;

wherein the plurality of phrase groups has a hierarchical structure, and each superior phrase group includes, to partly or fully constitute a phrase, a first command for additionally selecting a phrase from subordinate phrase groups, a second command for searching the subordinate phrase groups and selecting a phrase from them, and a third command for playing no phrase, and;

wherein if the phrase selected from the superior phrase groups includes the first command, the phrase selection processing unit selects an additional phrase from the subordinate phrase group designated by the first command; and if the phrase selected from the superior phrase groups includes the second command, the phrase selection processing unit searches for the subordinate phrase group designated by the second command and selects a phrase from that subordinate phrase group; and

wherein if the phrase selected by the phrase selection processing unit includes the third command, the sound output unit does not perform the sound output processing.

46. (Previously presented) A method for generating game commentary sounds for a game machine configured to perform processing involving collecting an operation signal from an operation unit operated by a player, playing a game according to the operation signal, generating the commentary sounds and outputting them to a sound output unit by having a CPU execute application software stored in a memory, the method comprising the steps of:

a phrase selection processing step of storing a plurality of phrase groups composed of a plurality of phrases respectively prepared for corresponding conditions, monitoring the game process, and selecting a phrase from the phrase groups corresponding to a predetermined condition when the predetermined condition is satisfied; and

a sound output step of converting data of the selected phrase into a sound signal and outputting sound according to the sound signal;

wherein the plurality of phrase groups has a hierarchical structure, and each superior phrase group includes, to partly or fully constitute a phrase, a first command for additionally selecting a phrase from subordinate phrase groups, a second command for searching the subordinate phrase groups and selecting a phrase from them, and a third command for playing no phrase, and;

wherein in the phrase selection processing step, if the phrase selected from the superior phrase groups includes the first command, an additional phrase is selected from the subordinate phrase group designated by the first command; and if the phrase selected from the superior phrase groups includes the second command, the subordinate phrase group designated by the second command is searched for and a phrase is selected from that subordinate phrase group; and

wherein if the phrase selected by the phrase selection processing unit includes the third command, the sound output processing is not performed in the sound output step.

47. (New) A speech generating device in a game device, comprising:  
storing means for storing a plurality of first phrase groups each composed of a plurality of phrases corresponding to different conditions and a plurality of second phrase

groups having the same play-by-play content as the respective first phrase groups but reported by a different announcer;

a phrase selection unit of monitoring the state of progress of a game and, in the event of a predetermined condition arising, selecting a phrase from a corresponding first or second phrase group;

a speech output unit for converting the data of the phrase selected by the phrase selection unit to an audio signal and outputting speech on the basis of the audio signal; and

a phrase switch means for switching the phrase group to use from a first phrase group to a second phrase group in accordance with an external operation or a predetermined event in the game,

wherein, each of the first and second phrase groups has a hierarchical structure, each of high-level first and second phrase groups includes, as a part or all of a phrase, a first command for selecting an additional phrase from a low-level first or second phrase group, a second command for selecting a phrase after switching to a low-level first or second phrase group, and a third command for not reproducing a phrase,

when a phrase the phrase selection unit selects from a high-level first or second phrase group includes the first command, the phrase selection unit selects an additional phrase from a low-level first or second phrase group designated by the first command and, when the phrase it selects from a high-level first or second phrase group includes the second command, it selects a phrase after switching to a low-level first or second phrase group designated by the second command, and

the speech output unit does not output speech when the phrase the phrase selection unit selects includes the third command.

48. (New) The speech generating device in a game device according to claim 47, wherein the language of the play-by-play content is different between the first phrase groups and the second phrase groups.

49. (New) The speech generating device in a game device according to claim 47, wherein the gender of the play-by-play announcer is different between the first phrase groups and the second phrase groups.

50. (New) A speech generating method for a game device configured such that a CPU executes application software stored in a memory so that it collects one or more operational signals from operation means operated by a user, progresses a game based on the operational signals from operation means operated by a user, progresses a game based on the operational signals, generates a play-by-play speech, and outputs it to speech output means, comprising:

a phrase selection step for storing a plurality of first phrase groups each composed of a plurality of phrases corresponding to different conditions and a plurality of second phrase groups having the same play-by-play content as the respective first phrase groups but reported by a different announcer, and monitoring the state of progress of the game and, in the event of a predetermined condition arising, selecting a phrase from a corresponding first or second phrase group;

a speech output step for converting the data of a selected phrase to an audio signal and outputting speech on the basis of the audio signal; and

a phrase switch step for switching the phrase group to use from a first phrase group to a second phrase group in accordance with an external operation or a predetermined event in the game,

wherein, each of the first and second phrase groups has a hierarchical structure, each of the high-level first and second phrase groups includes, as a part or all of a phrase, a first command for selecting an additional phrase from a low-level first or second phrase group, a second command for selecting a phrase after switching to a low-level first or second phrase group, and a third command for not reproducing a phrase,

in the phrase selection step, when a phrase selected from a high-level first or second phrase group includes the first command, an additional phrase is selected from a low-level first or second phrase group designated by the first command and, when the phrase selected from a high-level first or second phrase group includes the second command, a phrase is selected after switching to a low-level first or second phrase group designated by the second command, and

in the speech output step, speech is not output when the phrase selected in the phrase selection step includes the third command.

51. (New) The speech generating method for a game device according to claim 50, wherein the language of the play-by-play content is different between the first phrase groups and the second phrase groups.

52. (New) The speech generating method for a game device according to claim 50, wherein the gender of the play-by-play announcer is different between the first phrase groups and the second phrase groups.